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NES-L2-USA

Bases Loaded® II

SECOND SEASON™

INSTRUCTION MANUAL

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THANKS FOR BUYING BASES LOADED II FROM JALECO. IT'S JUST ONE OF MANY NEW AND EXCITING GAMES WE WILL BE BRINGING OUT FOR YOUR NES.

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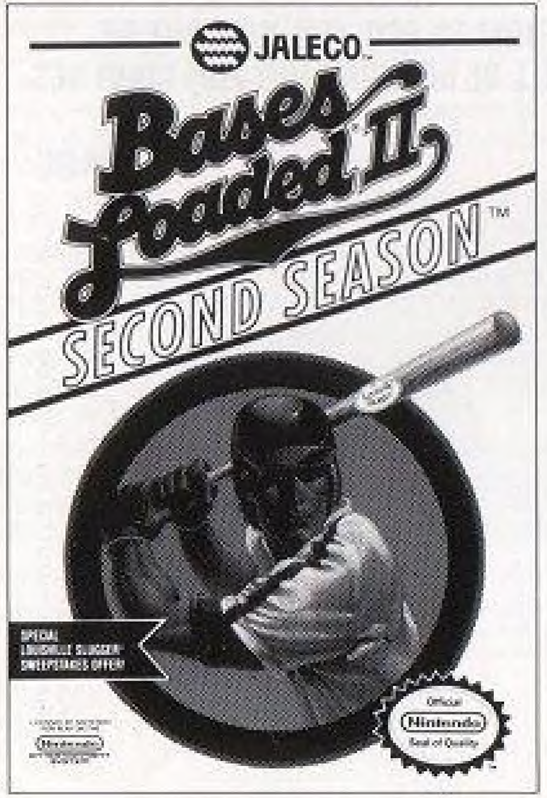


BASES LOADED II: SECOND SEASON

It's been a long season. Your team has endured lengthy batting slumps by most of the starting lineup throughout August. And your team's number one starter, Rubin, has been erratic over his last three starts. But still, your team clings to a tenuous three game lead over the rest of the Eastern division, and there are only two weeks remaining in the season.

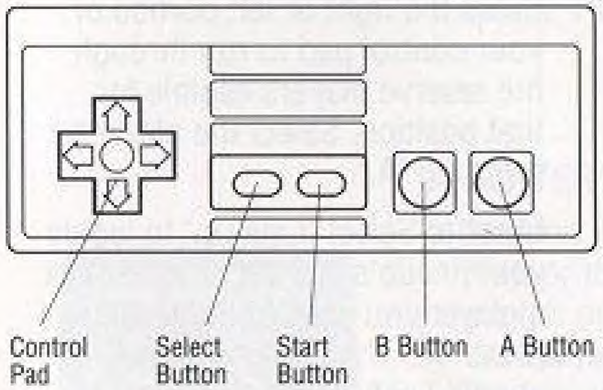
But forget about the future, you need to score runs now! You trail 4-3 in the bottom of the ninth with one out and your leadoff man, Weir, is taking a long lead off first. Your number three hitter, Siano, has been on a tear this past week. An ideal hit-and-run situation! The opposing team's pitcher goes into his windup and... Weir takes off for second! Siano chops the fastball through the open hole on the right side of the infield-- a perfectly executed hit-and-run. Runners at the corners with one down, perhaps the perfect time for a suicide squeeze...

Bases Loaded II: Second Season takes you through a 130 game season in either the Eastern or Western division of a fictional professional baseball league. If you win 75 games, you win the pennant and a trip to the World Series. So grab your cleats and your glove. The "Second Season" is about to begin!

OPTIONS

You can play a full season vs. the computer, or play head-to-head against a friend. If you're playing against the computer, you will be given a password at the completion of every game. Write it down to continue your season from where you left off.

To continue your season, press the "select" button during the opening screen. The arrow will move next to "continue." Press the A button, and the "input password" screen will appear. Change the letters of the password with the control pad. When a letter is correct, advance to the next letter by pressing the right side of the control pad. Once the complete password has been entered, your starting lineup will appear on the screen.



THE CONTROLLER

Use button "A" to swing the bat, bunt, throw the ball, pitch, advance the screen, enter selections or make runners retreat.

Use button "B" to advance runners, dive for a ground ball, jump for a fly ball or cancel a selection.

Use "Start" button to call "Time Out."

YOUR LINEUP

You have a nine man lineup to set up in the most effective batting order. The order your players start in is usually effective, but as you learn your players' individual strengths and weaknesses, you may wish to alter the lineup to best suit your playing style. You should also take into consideration which players on your team are "hot," and which are "cold."

Player Change: Select "Player Change" to replace a starter with a bench player before the game starts. Move the arrow next to the player you wish to replace.

Press the right or left portion of your control pad to run through the reserve players eligible for that position. Select the player by pressing "A."

LineUp: Select "Line Up" to juggle your lineup's batting order. Select a player you wish to move and press "A." The player's name should flash. Move the arrow to the other player you wish to switch and press "A." The players' order should now be changed.

PLAYBALL

Select "Playball" to start the game.

PLAYER PERFORMANCE RATINGS

Starting with the second game of league play, or the first time you bring in a relief pitcher or pinch hitter, you will have to read the **Player Performance Ratings** charts. Players are rated on a scale of -9 to +9 in three categories.The categories are **physical, sensitivity** and **intellectual,** and they affect pitchers and hitters differently.

PITCHERS:

The **physical rating** controls the stamina of a pitcher. How long a pitcher can throw at a high speed and control his pitches is determined by his physical rating.

The **sensitivity rating** determines emotion or adrenaline level for a pitcher. A pitcher with a positive sensitivity rating will be able to throw at a higher speed than when he has a negative sensitivity rating.

The **intellectual rating** affects the pitcher's curveball. A positive intellectual rating will allow a pitcher to make the ball break sharply (assuming that pitcher has the ability to throw a curveball originally).

BATTERS:

The **physical rating** affects a player's hitting ability. A positive physical rating could cause even poorly hit balls to drop in for base hits. A low negative rating, and your batter may not be able to buy a base hit.

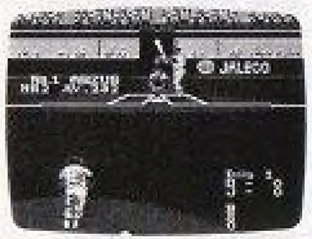
The **sensitivity rating** determines emotion for a hitter. Emotion governs powerhitting ability for a batter. A positive sensitivity rating can be the difference between a dinger and a long fly out.

The **intellectual rating** governs the timely hit, or clutch hit. It affects the ability of the batter to get a base hit when there are men in scoring position.

The player performance rating for starters for the next game to be played will be shown at the end of every game (one player mode). Every player's performance rating follows a cycle similar to a biorhythm.

Player performance ratings will not alter a player's ability unrealistically (i.e. a light-hitting shortstop will not suddenly go on a power tear if he has a high positive sensitivity rating). Player performance ratings are designed to make Bases Loaded II players go through streaks and slumps like real major leaguers. As manager, you must decide if an average-ability starter is in enough of a slump to warrant benching him for a game or two.

HOW TO PITCH:



Pitching is accomplished by pressing the control pad and the "A" button at the same time. When the pitcher goes into his wind-up, you can curve the ball either horizontally or vertically by pressing the control pad again. The longer you hold the control pad, the more movement you will put on the pitch. The ability to move or curve the ball is primarily determined by numerical ratings under the pitcher's curve ability (see team charts in back of manual). There are three types of curves: vertical, right and left.

Wild Pitches: A pitch that is far out of the strike zone sometimes will get by your catcher and roll to the backstop. If this happens, move your catcher to the ball quickly. Any player on base may advance on a wild pitch.

HOW TO HIT:

Batting and bunting are accomplished by pressing the "A" button.

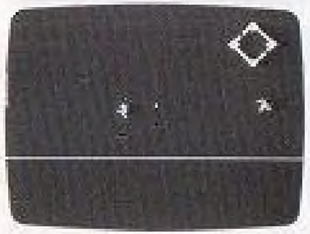
Press the control pad in conjunction with the "A" button to alter your batter's swing. Or, just hit "A" for a regular swing.

Like in real baseball, if you hit the ball on the bat's "sweet spot," it will go further than if you hit it on the end of the bat.

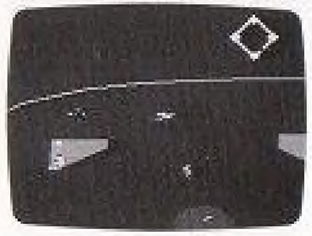
Bunting can be accomplished one of two ways. You can bunt by swinging halfway and then adjusting the bat with the control pad to make it meet the ball, or you can press the "A" button lightly when the ball reaches the plate. Either way will make your player attempt a bunt.

HOW TO FIELD:

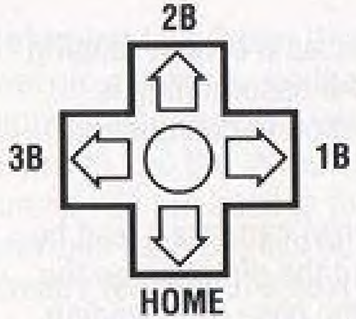
The infielder or outfielder closest to a hit ball will be activated automatically. You can move your fielder using the control pad.



Diving: By pressing the control pad and the "B" button at the same time, you can make your fielder **dive** for the ball. Your fielders can dive in any of eight directions.



Jumping: By pressing the "B" button without the control pad, your fielder will jump in the air. This is an important skill to master to catch those long fly balls.

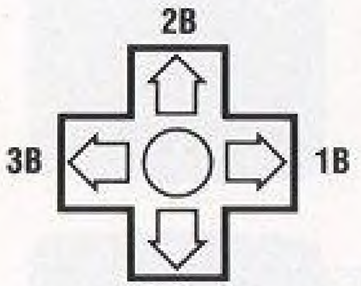


Throwing: Throw the ball to a base by pressing the "A" button and the control pad. See diagram for base determination.

Pickoff Plays: Pickoff base runners taking too long a lead by pressing the "B" button and a direction to throw the ball to a base rather than pitch.

HOW TO RUN BASES:

Every player on your team has a certain running speed (see team charts). All baserunning is controlled using the "B" button in conjunction with the control pad.



Stealing: Your baserunner(s) can take a lead by pressing the "B" button and the direction on the control pad representing the base he is leading from. Continue pressing "B" and the control pad to attempt to steal a base. To cause more than one baserunner to steal, press the "down" arrow on the control pad and the "B" button.

Returning to a Base: If you should overrun a base, press the arrow representing the base you wish to return to and the "A" button. Your runner will run back to the previous base (unless he has already **reached** the next base).

Hit and Runs: Send your baserunner into motion with the "B" button and the control pad. Swing at the pitch using the "A" button as usual.

HINTS AND TIPS:

Pitching: The big, breaking curve ball and the "back-door" slider are two excellent strike out pitches. Some of your team's pitchers will be able to throw these pitches, and once mastered, will make these pitchers more effective.

A big, breaking curve ball can be thrown by pressing "down" and the "A" button together (selecting a breaking ball), then pressing "up" on the control pad while the pitcher is in his motion (aiming for the upper part of the strike zone), then pressing "down" when the ball is on its way to the plate. Depending on the pitcher, the pitch will rise towards the batter's eyes, then drop sharply to his ankles. A tough pitch to hit!

The "back-door" slider is a pitch the computer players hate. Most pitchers can throw this pitch, although some pitchers will be more effective with it than others. Press the right arrow and the "A" button for a right-handed batter (the opposite for a left-handed hitter). The pitcher will go into his motion, and the catcher will set up on the inside part of the plate. When the pitcher releases the ball, press the lower left diagonal part of the control pad (7 o'clock position, 4 o'clock position for lefties). Depending on the pitcher, the ball will move from the inside part of the plate to the middle of the plate. It also will break slightly. Computer players hate this pitch. It rarely is a strike, but it's close enough that they will swing (and usually miss!) at it.

Called Game or the "Mercy" Factor: After the 5th inning, if one team maintains a nine run or more lead over the other, the game will be "called." The victory will be awarded to the leading team. Consider this a "rain shortened" game.

BUILDING THE PERFECT BEAST

Juggling your lineup for maximum effectiveness.

Forgetting about player performance ratings for a moment, the ideal offense will feature a basestealer leading off, a contact hitter (hopefully batting over .300) batting second, and two or three powerhitters batting third through fifth. The theory behind this is: The basestealer will get on base to lead off the inning, the contact hitter will move him to second or third base and one of the power hitters will drive him home. In theory, it sounds great, but theory and reality are two different things.

Your basestealer will not always be leading off an inning. Sometimes your power guy will be leading off, or perhaps, your light-hitting catcher. An effective way to keep your lineup productive in all situations is to build three lineups within your one large lineup. Each lineup consists of a speed guy, a contact guy, and a power guy. A typical lineup would be speed, contact, power, speed, contact, power, speed, contact, power.

Of course this is assuming you have three speed guys, three power guys and three contact guys on your team. If not, the first strategy may be your best bet.

MIX UP YOUR PITCHES

Nothing sets up a good curveball better than a couple of fastballs. Your pitcher will be much more effective if he mixes up his pitches. Don't fall in love with any one pitch, or you'll find the batters falling in love with it too!

One exception to this suggestion is if your team has an ace reliever who specializes in throwing 96 mph fastballs. Most ace relievers never pitch more than an inning and a half at any one time, so throwing their best pitch is usually recommended.

BASES LOADED II

Team Charts and Player Ratings

The following pages list all players on each East Coast and West Coast team and their individual statistics and ratings.

It is important to know the definition of the team chart headings as they relate to the team and player you select.

AVG.–Batting average

POSITION–Position played

HRs–Home runs

SPEED–Base stealing speed rated 0 to 31. The top base stealers are rated between 28 to 31.

BATS–Left, right or switch hitter

ERA–Earned run average

AVG. TOP SPEED–Pitchers are rated according to how fast they can throw. This is the average speed of their fastball.Occasionally, your pitchers will be able to throw a little faster.

CURVE ABILITY–Vertical, right or left. Pitchers can make their pitches curve vertically and horizontally and are rated in each category 0 to 16. The higher the number, the better their curve ability. Vertical curve is the amount of drop on a regular curve. Right curve and left curve is the amount of movement "in and out."

S/R/ST–**S**tarting pitcher, **R**eliever, **ST**opper

PLAYER "BESTS":

	Eastern League		Western League	
TOP BASE STEALERS				
	Weir (Jersey)	31	Moy (Utah)	31
	Kramer (Miami)	31	Worth (Texas)	29
ERA LEADERS				
	Crown (Boston)	1.56	Kahn (LA)	1.57
HOMERUN LEADERS				
	Angel (Jersey)	39	Bergen (LA)	43
	Simon (D.C.)	37	Yu (Kansas)	40
	Lovell (Miami)	35	Binder (Kansas)	34
BATTING AVERAGE				
	Porter (NY)	.333	Brooks (Utah)	.336
	Weir (Jersey)	.333	Lauer (Hawaii)	.332
	Teylan (Boston)	.331	Yu (Kansas)	.331

EAST COAST TEAMS • NEW YORK

	AVG.	POSITION	HRs	SPEED	BATS
LOLLAR	.287	RF	15	24	L
HACKER	.262	SS	5	18	L
ALBIN	.300	CF	28	19	L
LUKAS	.307	3B	34	20	R
PALMER	.322	LF	30	23	L
PORTER	.333	2B	7	17	L
MARVIN	.321	1B	10	22	R
FRANZ	.273	C	22	11	R
THE BENCH					
SUTTOR	.252	C	2	8	R
ROTH	.268	C	3	15	SW
VICTOR	.292	INF	4	26	R
VANCE	.260	INF	2	18	L
GREEN	.251	INF	0	20	R
GREY	.300	OF	15	22	R
POWERS	.250	OF	2	18	R
COTTON	.282	OF	15	20	R
CHIARO	.282	OF	5	30	SW

PITCHERS	ERA	AVG. TOP SPEED	CURVE ABILITY VERTICAL	RIGHT	LEFT	S/R/ST
ABBEY	3.35	82	8	14	1	R
BENSON	3.40	93	15	0	6	S
STAMER	2.17	93	10	0	12	S
AYOUB	2.32	94	12	10	15	S
MONROE	3.03	86	13	12	13	R
NOLAN	3.63	83	2	15	10	R
TAKSEN	2.81	87	5	13	14	ST
GERALD	2.61	91	15	0	13	R

EAST COAST TEAMS • BOSTON

	AVG.	POSITION	HRs	SPEED	BATS
BAHR	.254	CF	1	22	R
SMITH	.265	RF	16	18	L
DEAFF	.317	1B	24	16	L
TEYLAN	.331	3B	33	13	R
STORM	.270	2B	30	20	R
JUNG	.291	LF	16	19	L
NORTON	.289	SS	5	26	L
WISE	.253	C	3	18	R
THE BENCH					
DAVIS	.250	C	1	15	R
HIRATA	.286	C	2	17	R
DORDEK	.256	INF	1	20	R
POWESK	.287	INF	11	20	R
HARRIS	.258	INF	0	23	R
BLOK	.288	OF	1	24	L
LEIFER	.250	OF	0	21	L
STARK	.289	OF	5	15	L
FRANCO	.253	OF	3	21	R

PITCHERS	ERA	AVG. TOP SPEED	CURVE ABILITY VERTICAL	RIGHT	LEFT	S/R/ST
BOBROW	4.45	94	13	13	0	S
KADLEK	3.02	94	12	0	12	R
IMHOFF	4.32	88	8	0	10	R
ANGEL	2.40	88	10	6	11	R
JUAREZ	2.74	94	15	0	15	S
CAIN	4.33	88	13	15	6	S
NORRIS	4.50	88	14	7	12	R
CROWN	1.56	93	15	10	13	ST

EAST COAST TEAMS • JERSEY

	AVG.	POSITION	HRs	SPEED	BATS
PROKOP	.294	RF	12	27	SW
WEIR	.333	2B	0	31	SW
SIANO	.281	SS	11	30	SW
JACOBS	.281	1B	24	16	L
ANGEL	.218	LF	39	16	L
KAZMER	.288	CF	15	26	L
FARRAR	.319	3B	6	17	R
DION	.276	C	8	22	R
THE BENCH					
ZIGGE	.252	C	0	14	R
OLSON	.265	C	0	18	L
QUAY	.252	INF	3	22	L
ROUGH	.250	INF	1	25	L
POPP	.268	INF	10	20	R
NORKUS	.264	OF	1	18	R
FAVARO	.261	OF	1	17	L
BIERUM	.274	OF	1	16	L
SEALY	.252	OF	0	18	R

PITCHERS	ERA	AVG. TOP SPEED	CURVE ABILITY VERTICAL	RIGHT	LEFT	S/R/ST
SEITZ	1.64	95	15	7	10	ST
RUBIN	3.38	95	13	5	12	S
MEYERS	3.69	88	8	0	9	R
SKAJA	3.60	80	15	15	15	S
BERKE	3.23	88	15	11	11	R
MAIN	2.42	93	13	12	13	R
HORI	2.95	89	12	15	8	S
CONELL	3.51	82	8	12	3	R

EAST COAST TEAMS • PHILLY

	AVG.	POSITION	HRs	SPEED	BATS
JAMES	.301	LF	9	23	L
HANNON	.251	CF	0	30	SW
BITNER	.258	SS	13	23	R
PINKE	.304	1B	24	18	L
SAKOL	.284	RF	19	20	R
MIZEL	.288	3B	21	18	R
KARASH	.252	2B	6	19	R
MILLER	.280	C	9	16	R
THE BENCH					
GOLD	.252	C	3	20	L
OKO	.251	C	0	19	R
WEBB	.275	INF	15	21	R
BAILEY	.286	INF	5	18	R
SILLS	.280	INF	5	21	R
PEREZ	.300	OF	10	22	L
SHIGET	.268	OF	2	18	L
WITT	.256	OF	11	18	R
ARÓN	.253	OF	0	18	L

PITCHERS	ERA	AVG. TOP SPEED	CURVE ABILITY VERTICAL	RIGHT	LEFT	S/R/ST
GOTZY	5.07	88	13	8	12	S
FRESER	4.52	84	15	6	10	R
JONSON	4.27	89	10	5	13	S
WEBER	4.01	81	10	8	11	R
LASSER	2.65	91	15	3	13	R
MARSH	3.75	93	5	7	12	R
FEELEY	3.96	86	15	12	15	S
BENNET	4.02	91	15	0	10	ST

EAST COAST TEAMS • MIAMI

	AVG.	POSITION	HRs	SPEED	BATS
FLORAN	.291	2B	12	28	L
ELISON	.262	3B	0	21	R
KRAMER	.291	CF	9	31	SW
LOVELL	.323	RF	35	23	R
WILSON	.298	1B	13	15	L
CUCCIA	.289	LF	20	20	R
FERNIN	.258	SS	2	29	SW
BARKLY	.301	C	4	18	R
THE BENCH					
MACKEY	.250	C	0	12	R
HARBER	.266	C	3	16	R
FINE	.263	INF	3	22	SW
BOZMAN	.268	INF	10	16	R
HUDSON	.255	INF	5	11	R
EGGERS	.250	OF	0	24	R
GARSON	.268	OF	1	28	SW
OLDHAM	.252	OF	1	18	R
HAWKIN	.256	OF	2	28	L

PITCHERS	ERA	AVG. TOP SPEED	CURVE ABILITY VERTICAL	RIGHT	LEFT	S/R/ST
BARR	5.26	89	16	14	7	R
JUSTES	4.58	85	12	5	12	S
McCALL	2.17	89	15	8	14	ST
PAULL	5.17	91	12	0	12	R
DUNIS	3.96	78	10	11	3	R
RUNYON	2.88	89	15	9	15	S
BETSON	4.26	88	15	13	5	S
SCOTT	3.70	88	13	0	10	R

EAST COAST TEAMS • D.C

	AVG.	POSITION	HRs	SPEED	BATS
ABZUG	.282	3B	2	30	SW
PORTER	.281	CF	7	27	L
FOREST	.292	RF	11	28	R
BRADLY	.263	SS	9	19	R
ONEILL	.260	1B	8	20	L
KEAN	.268	LF	12	20	R
SPEND	.256	2B	6	24	R
MEESE	.252	C	3	12	R
THE BENCH					
PARDO	.277	C	3	13	R
SPEAKS	.258	C	9	15	R
HALL	.303	INF	9	21	R
SIMON	.252	INF	3	19	R
MILLER	.252	OF	3	17	R
GREEN	.252	OF	2	29	R
SANCEZ	.254	OF	4	18	L
PEREZ	.260	OF	0	20	L
NORTH	.332	DH	33	11	R

PITCHERS	ERA	AVG. TOP SPEED	CURVE ABILITY VERTICAL	RIGHT	LEFT	S/R/ST
FORD	4.38	86	12	13	8	R
NIXON	3.32	91	15	5	15	S
REGAN	6.22	88	10	8	13	R
BUSH	3.38	88	8	0	15	R
QUAIL	3.20	84	9	6	13	S
BUDGIT	3.94	90	10	7	12	R
SPIRO	2.94	88	15	12	15	ST
DUKE	4.34	91	15	14	15	S

WEST COAST TEAMS • L.A.

	AVG.	POSITION	HRs	SPEED	BATS
KELLY	.269	3B	11	24	R
CARSON	.252	2B	2	20	R
BERGEN	.262	CF	43	27	R
STEWAR	.259	1B	29	23	R
KAZAN	.271	LF	7	19	L
GARLAN	.247	C	10	21	R
TRACY	.282	RF	15	19	L
COLLIN	.251	SS	0	19	SW
THE BENCH					
CRAWFO	.294	C	2	18	R
COSBY	.234	C	3	17	R
HOFMAN	.255	INF	7	28	R
ASTARE	.256	INF	7	19	R
ROGERS	.260	INF	10	20	L
PACINO	.265	OF	5	22	L
HACMAN	.258	OF	5	21	R
HEPBUR	.258	OF	8	28	L
WELSH	.268	DH	4	28	SW

PITCHERS	ERA	AVG. TOP SPEED	CURVE ABILITY VERTICAL	RIGHT	LEFT	S/R/ST
KAHN	1.57	86	15	10	15	R
TAYLOR	3.82	88	12	8	15	R
BURTON	3.61	88	10	6	13	R
GRANT	3.02	94	15	5	15	S
CRUISE	2.59	88	15	12	15	S
MASON	5.82	84	8	13	0	R
BROSON	3.11	88	15	0	15	ST
DRYFUS	2.41	91	15	15	15	S

WEST COAST TEAMS • KANSAS

	AVG.	POSITION	HRs	SPEED	BATS
GOODE	.284	2B	8	20	R
BATES	.303	LF	20	25	L
YU	.331	1B	40	10	R
SAIGUN	.287	CF	10	28	L
DELL	.290	3B	12	19	SW
NORTON	.291	RF	11	25	R
CUTLER	.272	C	1	19	R
BAXTER	.261	SS	8	28	R
THE BENCH					
BANY	.209	C	2	15	R
ELBAR	.248	C	9	17	R
RACINE	.250	INF	5	17	R
WASLEY	.265	INF	0	20	R
CLARK	.252	INF	1	18	R
BLEDIG	.251	OF	3	18	R
BLAYER	.281	OF	2	21	L
MALITZ	.278	OF	8	22	R
BINDER	.317	DH	34	15	R

PITCHERS	ERA	AVG. TOP SPEED	CURVE ABILITY VERTICAL	RIGHT	LEFT	S/R/ST
ANDERS	3.98	88	15	8	13	S
HOLLER	2.75	89	15	5	15	S
MAY	3.72	84	10	9	8	S
BALTA	4.96	86	15	11	13	R
PAXOS	3.87	88	12	13	5	R
ANTMAN	3.95	88	15	7	13	ST
ZATZ	5.05	86	15	6	12	R
MODINE	6.05	91	8	0	12	R

WEST COAST TEAMS • OMAHA

	AVG.	POSITION	HRs	SPEED	BATS
PRINCE	.263	CF	5	18	L
FISHER	.265	2B	15	23	SW
HARNET	.269	1B	15	13	R
LIEBER	.251	SS	9	13	R
WEISS	.309	LF	9	11	L
LERNER	.278	RF	2	18	L
FOX	.260	3B	15	18	R
ATLAS	.275	C	12	18	R
THE BENCH					
BELAM	.250	C	0	15	R
STRUVE	.269	C	1	14	R
WAYNE	.275	INF	5	18	R
HOWARD	.279	INF	2	21	R
ROWE	.284	INF	3	12	L
GATEN	.251	OF	2	15	R
CHERRY	.282	OF	5	20	L
BENDER	.289	OF	20	20	L
CURTIS	.280	DH	25	19	R

		AVG.	CURVE ABILITY			
PITCHERS	ERA	TOP SPEED	VERTICAL	RIGHT	LEFT	S/R/ST
JONES	4.50	89	10	0	13	R
BAKER	3.40	88	10	7	14	R
KALOU	4.28	91	15	0	15	R
REVERE	4.08	84	8	15	3	R
LOPES	4.96	88	15	0	15	S
HARDY	2.89	91	10	0	15	S
ALBERT	5.10	91	15	2	15	S
MOSS	4.28	81	10	0	15	ST

WEST COAST TEAMS • TEXAS

	AVG.	POSITION	HRs	SPEED	BATS
WORTH	.288	CF	11	29	L
KANE	.250	SS	0	15	R
DEITH	.308	2B	28	18	R
BREWER	.252	3B	5	22	R
SINGER	.272	LF	7	20	L
BETTI	.285	RF	22	22	R
ZEGLIN	.312	1B	5	21	R
LARSON	.250	C	11	9	R
THE BENCH					
YOUNG	.247	C	2	16	L
CORSAR	.274	C	9	18	R
LARSON	.252	INF	3	18	R
RHODES	.256	INF	5	26	R
CATLIN	.273	INF	10	19	R
CHEZ	.254	OF	5	16	R
THORPE	.257	OF	7	18	R
GILDAR	.260	OF	2	19	R
CHASE	.317	DH	31	10	L

		AVG.	CURVE ABILITY			
PITCHERS	ERA	TOP SPEED	VERTICAL	RIGHT	LEFT	S/R/ST
BARON	3.24	89	15	6	12	ST
IMHOFF	4.52	86	8	13	5	R
LIPKIN	3.23	89	15	9	14	S
REUTER	3.22	90	15	6	13	R
BRADY	4.19	88	15	8	15	S
HINES	3.15	89	15	10	15	S
GRANT	4.63	84	13	15	10	R
TEWNER	3.99	86	6	6	10	R

WEST COAST TEAMS • HAWAII

	AVG.	POSITION	HRs	SPEED	BATS
DEVITO	.256	CF	2	28	SW
NELSON	.267	SS	1	26	SW
FULLER	.294	3B	22	17	L
LUNDIE	.320	1B	37	13	L
SUELZE	.291	2B	24	18	R
BRAND	.270	RF	23	20	R
FELL	.274	LF	10	16	R
DANGER	.256	C	4	19	R
THE BENCH					
PARIS	.252	C	6	16	R
OLIFF	.250	C	2	12	R
REED	.258	INF	2	29	R
LAUER	.261	INF	3	24	R
HUBNER	.250	INF	2	31	SW
CAHILL	.285	OF	10	15	R
CABLE	.256	OF	3	22	L
MANDEL	.291	OF	12	19	L
McFEE	.272	DH	15	16	R

PITCHERS	ERA	AVG. TOP SPEED	CURVE ABILITY VERTICAL	RIGHT	LEFT	S/R/ST
HO	4.22	86	10	6	10	R
SUESS	3.80	90	15	10	15	S
KANE	2.94	86	12	11	7	R
TEMPO	5.10	88	8	12	8	S
SUBECK	3.91	88	14	8	14	ST
FOUTS	4.96	88	7	12	5	R
MELLOR	3.09	86	12	7	10	R
QUEST	3.93	88	14	5	12	S

WEST COAST TEAMS • UTAH

	AVG.	POSITION	HRs	SPEED	BATS
MOY	.265	2B	5	31	R
BROOKS	.336	LF	13	22	L
THALL	.268	3B	14	16	R
BLUM	.262	RF	21	21	R
CABOT	.263	CF	13	20	R
SMITH	.281	1B	6	19	L
GARA	.238	SS	2	18	R
QUERO	.233	C	6	18	R
THE BENCH					
LONDON	.255	C	2	22	R
OHSIEK	.266	C	5	17	R
VILLEC	.253	INF	4	15	R
BLANC	.268	INF	3	20	L
PATEL	.251	INF	2	16	R
NAGY	.298	OF	6	18	L
FAVIA	.255	OF	0	18	R
LOWRY	.310	OF	1	18	R
MAY	.300	DH	24	20	L

PITCHERS	ERA	AVG. TOP SPEED	CURVE ABILITY VERTICAL	RIGHT	LEFT	S/R/ST
FOLEY	4.65	86	8	6	12	R
MAYO	3.24	94	15	15	8	ST
SPROUT	2.88	95	15	15	15	S
TERRY	5.40	94	12	11	13	R
MAYCAN	4.70	93	10	8	14	S
LAZAR	4.52	86	15	8	15	R
VICK	4.78	94	15	13	10	R
PETERS	4.92	85	10	15	3	S

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the teminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

HELP JALECO INVENT NEW GAMES YOU'LL LIKE

Jaleco is always developing video games for your Nintendo Entertainment System®, and we'd like your help. Answer these questions, and then send us your name and address. We'll put you on our mailing list to get the most up-to-date information on Jaleco games.

Name _____ Age _____ Male/Female _____

Address _____

City _____ State _____ Zip Code _____

How did you get this game? ☐ bought it ☐ got as gift

How many games do you own for your Nintendo? _____

How long have you owned your Nintendo? _____

Does your Nintendo have any other accessories? _____

☐ gun ☐ robot ☐ power pad ☐ other joystick

If you own another joystick for your Nintendo, which one is it, and why did you want another stick? _____

What kind of games do you like to play on your Nintendo?

☐ role-playing ☐ movie hits ☐ arcade titles ☐ sports games
☐ war games ☐ adventure ☐ driving games

How often do you play your Nintendo? _____

Do you ☐ play alone? ☐ with friends?

How do you learn about new games for your Nintendo? ☐ friends
☐ advertising ☐ call Nintendo ☐ call other companies ☐ from TV

Which TV shows do you watch? _____

Which magazines do you read? _____

_____

Which movie did you last see? _____

Do you have any brothers? _____ how old? _____

Do you have any sisters? _____ how old? _____

Thanks for answering our questions and telling us about yourself and what you like to play. Return this form to:

JALECO USA, INC., 310 Era Drive, Northbrook, Illinois 60062

REMEMBER TO ASK YOUR FAVORITE VIDEO GAME STORE FOR JALECO GAMES FOR YOUR NES.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures.

–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver
–Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.